

COVID-19 PANDEMIC: THE OBSTRUCTIONS AND DRAWBACKS FROM THE GROWTH IN INTERACTIVE TECHNOLOGIES

Asadul Islam¹

University Malaysia Sarawak

Ahmad Azaini bin Abdul Manaf²

University Malaysia Sarawak

ABSTRACT

Pandemic COVID 19 outbreak leads to the development of physical distancing between humans. The repeated lockdown restrictions disrupted conventional social life activities. Partially closing of workplaces, educational institutions, recreational activities, and encouraging people to work from home has resulted in a surge in the use of interactive technology, which has largely supplanted normal lifestyle. The impacts of interactive technologies during the COVID 19 pandemic are discussed in this descriptive review. Furthermore, this paper aims to comprehend the problems that arise as a result of the sudden increase in the use of technology. The study's findings identify the possible challenges and disadvantages of various interactive technologies. The trend of different types of interactive content opens up the possibility of using hyperrealism in interactive technology to enhance immersion and elicit emotional responses.

Keywords: Interactivity; Technology; Gaming; Immersion; Virtual Reality

1. INTRODUCTION

COVID-19's impacts are having a major influence on our day-to-day life. Though this is a worldwide pandemic, it has affected every country on the planet. Sectors such as education, health, economy, society, culture, tourism, etc. had an extensive effect. Nearly after 1 year and 8 months the pandemic is prolonging and most of us are still in partial lockdown. Due to this situation, many organizations have switched to work from home. Thus, this pandemic has pushed us from a conventional approach of work to a remote and online approach. However, this sudden growth in the use of technology caused several challenges. The adoption of interactive technology to work from home was not robust

¹ Asadul Islam: Faculty of Applied & Creative Arts, University Malaysia Sarawak, 94300 Kota Samarahan.

² Ahmad Azaini bin Abdul Manaf: Faculty of Applied & Creative Arts, University Malaysia Sarawak, 94300 Kota Samarahan.